# Bump and Go Toy Garbage Truck

(Moving Toy Switch Kit - EC COE)

| Description: | Image: |
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| The toy garbage truck is a battery-operated bump-and-go type toy. When turned on it emits light, sounds, and various color blinking lights. It can be pushed by a child like a typical vehicle or if the cap on the bottom is removed revealing the additional wheels in the front of the truck it will move forward until it encounters an obstacle and then it will bump into the object and move a different direction. The vehicle takes 3 AA batteries. The toy also comes with an additional battery adapter and switch so it can be adapted into a switch accessible toy. | <br>Purchasing Information<br>Product Video |

**Who Might Benefit?**

Those who…

- Need high engagement activities to help with sustained attention to task. For some children vehicle play may be highly motivating because it is a special interest.
- Need to further develop directionality skills (forward, back, under, etc.).
- Benefit from simple cause and effect activities in which the child does something (pushes a switch) and the vehicle instantly moves.
- Have fine or gross motor challenges and are unable to engage in typical vehicle play activities. They may have difficulty getting down on the floor, moving on the floor, reaching, grasping, and/or manipulating typical toy cars.
- Those who are not able or are not yet ready for the fine motor or cognitive skills needed to directionally move a toy using a joystick but can depress and release a switch to stop and start a toy.

**Why Use?**

Provides an opportunity to…

- Engage in vehicle/car play.
- Participate in visual tracking activities.
- Engage in cause-and-effect play.
- Develop an understanding of directionality (under, besides, in front, behind etc.).
- Participate in an engaging activity with multi-sensory supports (music, sound, visual, etc.).

- Engage in gross motor skills of crawling.
- Practice starting and stopping a vehicle without the frustration of the vehicle becoming trapped in a location (Bump and Go will allow the truck to self-correct and keep moving)

| Instructions for Use: | Adaptation Ideas: |
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| **Environmental Considerations**<br>• A large space will be needed in which to use the remote-controlled vehicle, so the child is not running the vehicle into other children.<br>• Initially the large space should be relatively flat and smooth for the most success in using the remote-controlled vehicle.<br>• May not be suitable for quiet environments due to the sounds and lights on the vehicle.<br>**Positioning**<br>• Children typically play with cars on the floor moving into and out of a variety of positions while playing. Make sure the child can see the car and can freely move into and out of a variety of positions (e.g. on tummy, sidelying, sitting, kneeling, crawling, etc.) while playing with the toy.<br>**Alternate Positioning**<br>• Place the vehicle on a table or similar surface so the user can see and hear the vehicle at eye level. Be careful the vehicle does not fall off the table (see containment options below if you need the vehicle at eye-level).<br>**Basic Play/Use**<br>There are three ways to play with the Trash Truck:<br>• Manually Push the Truck: Turn the truck on with the switch on the bottom and encourage the child to push the truck and comment on the lights (colors) and sounds.<br>• Bump and Go Truck: With the truck turned off, remove the clear cap that is | **Optional Additional Materials/Supplies**<br>• Foam Board<br>• Velcro<br>• Dycem<br>**Stabilize It**<br>• The switch can be secured to the table with Dycem, other non-skid material or Velcro if needed<br>• The switch could also be secured with a switch mount that attaches to a table or wheelchair tray. Switch Mounting Systems can be borrowed from the OCALI lending library.<br>**Contain it**<br>• Use a large tray with sides secured to the table with non-skid material, hula hoop covered with pool noodles and secured to the table, or box with the sides cut down and with non-skid material or secured to the table so the child can see into the box to contain the vehicle if placed on a tabletop surface or even on the floor.<br>**Add Sensory Cues**<br>• The switch face could be enhanced with puffy paints, stick on puffy stickers, or textured fabric. Unfortunately, the lights and sounds on the truck cannot be toggled off so if the truck is on, there will be sounds, music, and flashing lights.<br>**Communication Support**<br>• Visual supports (non-transient cues) such as directionality cards (stop, go, under, besides, etc.) can be used to pair with verbal labels (transient cues) provided to the child to help them learn about the way things and people move in space.<br>**Alternative Uses** |

covering an additional set of wheels on the front bottom of the truck. Turn on the truck and put it on the floor. The truck with move forward until it encounters an obstacle at which time it will bump into the obstacle and change directions so that it can continue moving.

- Switch Activated Bump and Go Truck: With the truck turned off, open the battery compartment and put the battery adapter disc into position between the positive terminal of one of the batteries and the connection for that terminal within the battery compartment. Close the battery compartment making sure the disc of the battery adapter is firmly positioned in the compartment, and the battery adapter cord is outside the compartment but making sure the compartment cover is not pinching the cord. Connect the switch terminal into the battery connector terminal. Test the set up by turning the truck on, setting it on the floor, and then depressing the switch. The truck should begin to move when the switch is depressed. If doesn't move, then recheck the disc position in the battery compartment.

Extended Play/Use

- Encourage the child to activate the remote-control vehicle to experiment with cause and effect (stopping and starting the car) and moving their body along with the vehicle if possible.
- The truck can be used with a STEM unit introducing children to the concept of sanitation and recycling, potentially fostering an understanding of the importance of waste management.
- Attach marker to the truck with tape or Velcro and place the car on a large sheet of paper for a freeform drawing activity.
- Remote vehicles can become anything during play by taping or velcroing on a cardboard replica of something other than a vehicle. For example, a cardboard soccer player can be taped on each side of the vehicle (to hide the vehicle) and then the vehicle becomes a soccer player who can kick a ball rolled by another child, while the child with the remote controller advances the soccer player to the ball to push it (kick it).

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| Play/Use with Others<br>• Encourage the child with the remote-control vehicle to play with other children during typical vehicle play scenarios.<br>• Take turns with another child using the truck in play.<br>• For children who do not have the motor ability to play movement games, use the remote-control truck to play Red Light, Green Light as a way to represent the child's movement in the game. If the child is in a manual wheelchair the person pushing the wheelchair would follow the child's lead of stopping and starting the car for pushing the chair. | |

Additional Considerations:

- Be cautious when the cap is removed from the bottom and the truck is turned on. The moving wheels can entangle hair if the child places the truck on or near their head.
- The truck emits multiple flashing lights and music/sounds when turned on. This may make it an unsuitable toy for kids with sensory sensitivities or those with seizure disorders triggered by flashing lights.
- Recommended for children 3 and up.

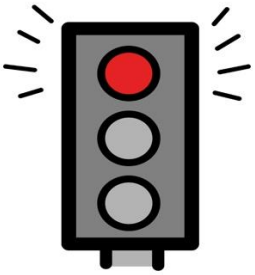
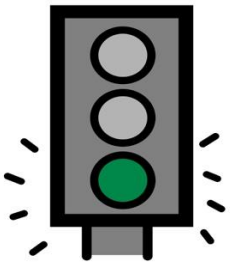
Additional Resources

- OCALI Grab and Go Gallery of Resources: Turn Taking
- OCALI Grab and Go Gallery of Resources: What to Do Cards

Ohio Early Learning Standards

- MA: Geometry: Develops understanding of spatial relationships (4.b.)
- SC: Science Inquiry and Application: Develops ability to reason about cause and effect. (1.b.)

Words to Encourage Play/Use

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| Push  | Pull  | Under  |
| Crash  | Stop  | Go  |

Adapted from: Haugen's Modes for Adapting Toys based on materials from the "Let's Play" Project at the University of Buffalo

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